

# ATARI<sup>®</sup> 5200<sup>™</sup>

## MISSILE COMMAND<sup>™</sup>



To insert your **5200M** game cartridge, hold the cartridge so the name on the label faces toward you and reads right-side-up. Then carefully insert the cartridge into the slot in the center of the console unit. Be sure the cartridge is firmly seated, but do not force it in. The **POWER ON/OFF** switch is located on the bottom right side of the **ADAM 5200**. Press the switch to turn the power on **AFTER** inserting your game cartridge. See Your Owner's Manual for further information.



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# RED ALERT!

## 1. OPERATION: DEFENSE

In 2000 the planet Zordon was established as Earth's outermost colony. Originally Zordon was intended to be the front line of defense in the event of an interplanetary attack. A missile base stocked with antiballistic missiles (ABMs) was the first order of business. After its completion, the founding colonists set about building a town.

In the years that ensued, the town flourished and grew into a city. Eventually, five other cities evolved to keep up with the burgeoning population. Today, Zordon has superseded its initial function as front-line defender. Back on Earth, it is known as the "Resource Planet" because precious ores and minerals are mined from Zordon's rich deposits. Zordonians go about their business with a sense of pride and well-being. They have actually built a utopia for themselves.

But now this very utopia is threatened by chaos and destruction, for all is not peace and harmony in the celestial sphere.

Unlike Zordon, the planet Rhyllia is under going a fertile upheaval. Poverty, crime and civil unrest plague it like a contagious



# MISSILE ATTACK!

dislike. Although Jordan has continually given the less fortunate Kryllians interplanetary aid, the latter have merely exhibited token appreciation.

Secretly, they resent Jordan and covet its rich resources. Kryllio has turned more of the

Jordanian supplies into warheads—missiles, satellites, and bombs. For several months, the Kryllians have bided their time, scheming and plotting to attack Jordan, to make the "Resource Planet" their own. At the very moment, the surprise attack is on its way!

At Jordan missile base, the hot line flashes wildly.

"Commander! Our radar just picked up a barrage of missiles headed straight toward us!"

"What? But that's incredible! Who...?"  
"You cut your question short! Realizing this is no time to ask, rather it is time to act."

You command Jordan missile base. You are responsible for the defense of your home planet. You must employ quick thinking and strategy to successfully of Jordan's ATM's against the invaders' fierce onslaught of weapons. Otherwise, the Jordanian civilization will perish.

## 2. GAME PLAY

Your duty is to defend the six cities on your planet by destroying the enemy's weapons with your antiballistic missiles (ABM's). The more enemy weapons you destroy and the longer you defend your cities, the more points you score. When the enemy annihilates all your cities, the game is over.

MIDDLE COMMAND can be played by one or two players. In single-player games the object is to beat your own highest score. In two-player games the object is to score more points than your opponent.

The enemy attacks your cities and missile base with PBM's (interplanetary ballistic missiles), MRV's (multiple independent re-entry vehicles), smart missiles, alien satellites, and bombers (see Figure 1). Attacks come in waves lasting 30 to 45 seconds. Each consecutive wave is more difficult than the previous one. On the sixth wave, the enemy launches smart missiles that can evade your ABM's and "home-in" on your missile base and cities.

The enemy can destroy three cities per wave and zap your missile base as often as you allow it. Each time your missile base is blasted, you lose all



Figure 1—Attack Wave

missiles waiting to be launched. You have a total of 30 ABM's per wave, with six in your launch pod at a time. As each set of ABM's is fired, you receive six more, until all 30 are gone or the wave ends. When your last six ABM's are on the launch pod, the cursor warns you by changing from this  into a solid like this .



Sometimes, all you'll get when you press the fire button is a high-pitched "pink" sound. That's the "no launch" signal telling you that you can't fire ABM's for one of the following reasons:

- You have no more ABM's to launch.
- Your ABM's are not ready for launching.
- You already have eight ABM explosions on the screen. (You may never have more than eight ABM explosions on the screen at one time.)

At the end of each wave, the cities and ABM's that you saved are displayed, as shown in Figure 2, and bonus points for them are added to your score. For more about **SCORING**, see Section 5.

A game ends when the enemy destroys all your cities and the **END** appears on your television screen (Figure 3).

ABM's Saved

Cities Saved



Figure 2 End of a Wave



Figure 3 End of a Game



### 3. USING THE 5200™ CONTROLLERS



Figure 4 5200 Controller

Use one or two 5200 controllers with this AGA® game cartridge for one-player games. Plug the controller into controller jack 1 on your console. For a two-player game, plug the second controller into the number 2 jack. In two-player games, the player using the number 2 jack controls game selection and starts the game.



#### KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this game. Slip the tabs into the slots above and below the keypad on your controller (see Figure 5.)



Figure 5 Keypad Overlay



## PLAYER SELECTION

Press the left **▲** key (on your overlay the square marked 1-2 **PLAYER**) to choose a one or two player game. The message 1 **PLAYER** or 2 **PLAYER** is displayed at the top left side of the screen (see Figure 6).

## START

Press **START** to begin the attack. The outer score counters and wave point multiplier will appear, as shown in Figure 7. You can restart a game at any time by pressing the key.

## RESET

Press the **RESET** key at any time to return to the first display (Figure 6).

## PAUSE

To suspend a turn in progress press the **PAUSE** key. All action will instantly freeze on the screen. To continue play, press **PAUSE** again.



Number  
of Players

Score City  
of 10 000 Points



Figure 6 - MISSILE COMMAND,  
First Display

Left Player's  
Score Counter  
(Controller  
Jack 1)

Arrow Indicates  
Player Scoring  
Highest Score  
Counter



Wave Point  
Multiplier

Cursor

Right Player's  
Score Counter  
(Controller Jack 2)

Figure 7 - Start of a Two-Player  
Game

## CONTROLLER ACTION

Move the joystick up, down, left, right, or diagonally to place the cursor (⬠) where you wish your ABL to explode (see Figure 8) to launch an ABL, press either or both of the bottom red buttons on the front right and left sides of the controller, as shown in Figure 4

## GAME OPTIONS

### SOP WAVE MODE

If you wish to start MISSILE COMMAND at a more difficult (and higher scoring) wave level, press the **Q** key on your keypad controller (or the square marked **SOP MODE** on your keypad overlay). When you press this key, a flashing question mark will appear on your television screen after the word **SOP** (see Figure 9). To skip the first wave, press the **1** key. **SOP 1** will then appear at the top center of the screen and you'll start the game of Wave 2. If you skip two waves (**SOP 2**) you'll start the game of Wave 3, and so on up to 7 waves maximum.

After selecting the number of waves to be skipped, press the **START** key to begin the game.

ABL Line  
of Fire

Detonation  
Mark

Cursor  
Mark



Figure 8 - Launching An ABL



Number of  
Waves Skipped

Figure 9 - Skip Wave Option



## PRACTICE MODE

If you want to practice hitting smart missiles, press the **P** key on your keyboard (or the **PRACTICE** square on your keypad overlay). Then press **START** and only smart missiles will appear (see Figure 10). Smart missile games can be started at more difficult wave levels, the same as mixed weapons games; see **MIXED WEAPONS GAME**. To return to mixed weapons games, press the **P** or **PRACTICE** key again.

## BONUS CITIES

**MISSILE COMMAND** gives you a bonus city every time you score 10,000 points. If you wish to play without this feature, press the **B** key (or the square marked



Figure 10 - All Smart Missiles Practice Mode

**BONUS** on your overlay). The word **BONUS** will disappear from the top of the first display (Figure 6). Press **START** to begin game play without bonus cities. To restore bonus cities, press **B** or **BONUS** again.

## 4. TRAK-BALL™ (Future Accessory)

This **MISSILE COMMAND** cartridge offers a **TRAK-BALL** option. A **TRAK-BALL** may be purchased separately. To play the game with a **TRAK-BALL**, plug the **TRAK-BALL** into the number 1 jack on the front of your game console. Follow the instructions in Section 3, **USING THE 5200™ CONTROLLERS**, for player selection and game options. You do not need a separate **TRAK-BALL** for each player. Simply pass the **TRAK-BALL** back and forth as each turn comes up. The computer switches between players and keeps score automatically.

**NOTE:** You cannot use a **TRAK-BALL** with a 5200 controller in a two-player game. If you switch from one type of controller to the other mid game, plug in the new controller and press **START**. You will restart the game option you last played.

## TRAK-BALL ACTION

Move your **TRAK-BALL** in any direction to place your cursor on a target. Press the fire button to fire. Adv's. See your **TRAK-BALL** Owner's Manual for details.



## 5. SCORING

You score points for every enemy weapon destroyed and bonus points for every city and AEM remaining at the end of a wave. Table 1 shows the point system for the first two waves of MISSILE COMMAND.

All cities and AEM's left at the end of a wave are displayed on the screen (as shown in Figure 2). And bonus points are automatically added to your score.



Points For Weapons Destroyed		
PSV		20 points
LAER		20 points
Launcher		20 points
Robotics		140 points
Smart Missile		130 points
Bonus Points		
AEM		30000
City		100 points

Table 1

### DISPLAY COLORS AND WAVE POINT MULTIPLIERS

Every two waves, the display colors change and the wave-point multiplier increases. For example, all points are doubled in Waves 3 and 4, tripled in Waves 5 and 6, and quadrupled in Waves 7 and 8. Wave-point multipliers are displayed at the start of every wave (see Figure 7).

Waves continue as long as you have cities left. After wave 20, the colors repeat. Waves 21 and 22, for example, are the same colors as Waves 1 and 2. However, starting with Wave 11, points are always multiplied by 8.

Table 2 shows the display colors and wave-point multiplier for each wave.

**NOTE:** Colors may vary depending on the color control settings of your television set.

### BONUS CITY POINTS

Every 10,000 points you receive a bonus city and a musical melody. Your bonus city is placed on a vacant site chosen at random. If you prefer, you can play MISSILE COMMAND without the bonus city feature. Check **GAME OPTIONS** in Section 3 for information on the

Waves	Colors	Wave Point Multiplier
1 and 2	Blue and red on black background	1 x Points
3 and 4	Blue and green on black	2 x Points
5 and 6	Yellow-green and red on black	3 x Points
7 and 8	Light blue and yellow on black	4 x Points
9 and 10	Black and pink on blue	5 x Points
11 and 12	Blue and light red on gray-blue	6 x Points
13 and 14	Light yellow and black on purple	6 x Points
15 and 16	Light red and black on light yellow	6 x Points
17 and 18	Light purple and light yellow-green on gray	6 x Points
19 and 20	Light blue and black on red	6 x Points

**Table 2**

If you have no vacant sites of 10,000 points (or multiples of 10,000 points), your bonus city is held in reserve until a city is destroyed. The bonus city is set on the vacant site at the start of

the next wave. Bonus cities will be reserved until your score reaches one million points. At one million points, you lose all cities held in reserve.

## 6. GAME STRATEGY

■ As soon as you've launched an ABM and marked the target for destruction, move the cursor to another target. Don't wait for the explosion.

■ Aim just in front of missile satellites and bombers and let them travel into your exploding ABMs.

■ Hit bombers and killer satellites before they can drop missiles. Also, the sooner you destroy them, the sooner they'll disappear and the more points you can score. You may want to launch "insurance" ABMs at the left and right sides of the screen even before a bomber or satellite appears, in the chance that one will travel into the ABM explosion.

■ Hit ICBMs before they ABM\*  
(divide into multiple workbooks)

■ Hit smart missiles dead on,  
since they're designed to evade  
your ABM detonations. If you're  
not good at dead hits, try  
surrounding smart missiles with  
detonations.

■ Hit targets before they cross  
your radar line (see Figure 11).  
The radar line is an invisible line  
marking the cursor's lower limit.  
Since you can't position the  
cursor below this line, any enemy  
missile that crosses it is beyond  
the range of your ABMs.

■ Don't waste ABMs on enemy  
missiles that are heading for dirt  
(bonus orders or vapor cities).  
Defend your missile base and  
cities first. If all your cities are  
destroyed or you are on the  
verge of earning a bonus city,  
then it is good strategy to go for  
high-score targets like smart  
missiles, even if they are heading  
for dirt.

■ Don't let smart missiles distract  
you. Sometimes you can try so  
hard to hit smart missiles you  
forget to defend your plane!  
Remember that a smart missile  
can only hit one target!



Figure 11 • Radar Line

■ As waves become more  
difficult, you may be forced to  
sacrifice some cities. Give up the  
outside cities first. Save the cities  
nearest your missile base; they're  
easier to defend. When waves  
get really tough, you may want  
to defend only one city and go  
for as many high-score targets as  
possible.

■ Since the enemy can only  
destroy three cities per wave  
after you've lost three cities,  
concentrate on destroying high-  
score enemy targets. Of course,  
you still have to defend your  
missile base.

■ Protect your cities with a missile  
umbrella (see Figure 12). This is a  
line of ABM explosions spread  
across the television screen to trap  
and destroy incoming enemy  
weapons. To set up a missile

ultimately, move the cursor rapidly across the screen, just below enemy missiles, and leave a string of detonation marks. Space the marks close enough to form a chain of explosions beneath enemy targets. If possible, spread the missile umbrellas in the path of a bomber or satellite.

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ATARI® MISSILE COMMAND



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